DOCUMENT RESUME

ED 206 282 IR 009 544

AUTHOR Eisenhut, Lynn, Comp.
TITLE Puppets and You in the Library.
INSTITUTION Orange County Public Library, Calif.
PUB DATE 80
NOTE 17p.

EDRS PRICE MF01/PC01 Plus Postage.
DESCRIPTORS Children: *Childrens Literature; Librarians; Libraries; *Library Services; *Puppetry
IDENTIFIERS *Childrens Librarians

ABSTRACT

This booklet contains suggestions and ideas for librarians interested in using simple, hand-made puppets in their children's programming. Included are a script for a one-person puppet play, a list of 43 children's stories that would make suitable puppet shows, and suggestions for making and using puppet mascots and finger puppets. Four references are listed. (PM)

****
* Reproductions supplied by EDRS are the best that can be made *
* from the original document. *
****

ED206282

U S DEPARTMENT OF HEALTH,
EDUCATION & WELFARE
NATIONAL INSTITUTE OF
EDUCATION

THIS DOCUMENT HAS BEEN REPRODUCED EXACTLY AS RECEIVED FROM THE PERSON OR ORGANIZATION ORIGINATING IT. POINTS OF VIEW OR OPINIONS STATED DO NOT NECESSARILY REPRESENT OFFICIAL NATIONAL INSTITUTE OF EDUCATION POSITION OR POLICY

PUPPETS AND YOU

IN THE LIBRARY

"PERMISSION TO REPRODUCE THIS MATERIAL HAS BEEN GRANTED BY
Elizabeth Martinez
Smith
TO THE EDUCATIONAL RESOURCES INFORMATION CENTER (ERIC)."

Orange County Public Library

1980

IR009544

Compiled by: Lynn Eisenhut, Coordinator
Children's Services

Contributors: Lynne Anderson, Children's Specialist
Dana Niguel Branch

Gayle Kaufman, Children's Specialist
Tustin Branch

Candy Powell, Children's Specialist
Irvine-University Park Branch

Natalie Roach, Children's Specialist
Garden Grove Regional Branch

Janine Wright, Children's Specialist
Westminster Branch

PUPPETS AND YOU

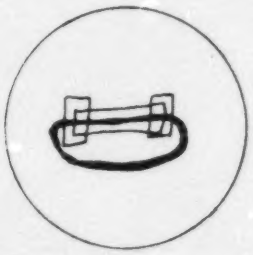
To use puppets in the library, one need not be concerned with stages, scenery, props, scripts, sound effects, lights and a whole retinue of character puppets. Although elaborate puppet shows are exciting special programs, with a little imagination and preparation puppets can become an everyday part of any librarian's equipment.

Puppets can be used by one person in a variety of ways. At Storytime, they might make "guest" appearances (have a donkey puppet hold the book while you read Steig's Sylvester and the Magic Pebble); encourage participation (give each child a paper cat finger-puppet to manipulate during a telling of Gag's Millions of Cats); and add suspense (make the wolf jump out of hiding with a roar when Little Girl wanders into the forest in the two-character story by Harper, Little Girl and the Gunniwolf).

Often, you'll find uses for puppets that are not directly story-related. An excitable puppet who acts as Storytime mascot may help to quiet noisy children: the wiggly puppet won't calm down and be able to hear stories if the children are too active. A shy puppet, on the other hand, may coax children to speak out and participate in Storytime activities. Some librarians take their puppets along on class visits; others use them to teach library skills.

It is not necessary for you to produce an assortment of voices for your puppets if you are not comfortable doing so. For the beginning puppeteer, the same range of expression that would normally be used in telling a story is fine.

The puppets that you use need not be expensive. They can be made of paper, cardboard, bags, felt, scraps of material, and other odds-and -ends. Children can make their own puppets as part of an inexpensive crafts project; stick puppets, paper-bag-and-plate puppets, finger puppets and hand puppets are all quite simple. One of the easiest puppets to make and use is a cardboard circle taped to a rubber band. The child decorates the front of the circle as he wishes (or as the characters in a chosen story require), then he slips his hand through the rubber band in the back, and his fingers become the puppet's legs.



Children relate well to puppets on their own, too. A simple stage (made of wood, a voting booth, a large carton, etc.) standing in a corner of the Children's Department and invitingly stocked with sturdy, inexpensive puppets can result in creative impromptu puppet plays that require a minimum of staff supervision.

This booklet contains some ideas for using puppets that you might want to try at your library. In addition, the following books are recommended to anyone wanting more information, especially the beginning puppeteer:

Currell, David
THE COMPLETE BOOK OF PUPPETRY
Plays, 1974

Engler, Larry
MAKING PUPPETS COME ALIVE
Taplinger Publishing, 1973

Renfro, Nancy
A PUPPET CORNER IN EVERY LIBRARY
Nancy Renfro Studios, 1978 (paperback)

Worrell, Estelle
BE A PUPPETEER
McGraw-Hill Books, 1969
(Out-of-Print, but available in some libraries)

Ideas For
One-Person Puppet Plays

THE GUNNIWOLF
retold by Wilhelmina Harper

Narrator: There was once a little girl who lived with her mother very close to a dense forest. Each day the mother would caution Little Girl to be most careful and never to go into the forest, because - if she did - the Gunniwolf might get her.

Mother: I must go to market Little Girl. Remember, do not go into the forest.

Girl: I remember, Mother. (Mother goes out) (Little Girl notices white flowers growing at the edge of the forest) Oh, wouldn't I love to have some of those. I'll pick just a few. (song) Kum-kwa, khi-wa, kum kwa, khi-wa. (She sees some pink flowers farther on) Oh, I must surely gather some of those too. Kum-kwa, khi-wa, kum-kwa, khi-wa. (She sees orange flowers) Oh, I'll take just a few of those, and what a pretty bouquet I'll have to show my mother. Kum-kwa, khi-wa, kum-kwa, khi-wa ---

Gunniwolf: (popping up suddenly) Little Girl, why for you move?

Girl: I no move. (tremblingly)

Gunniwolf: Then you sing that guten sweeten song again.

Girl: Kum-kwa, khi-wa, kum-kwa, khi-wa (Gunniwolf nodds his head and goes to sleep)

Narrator: Away ran Little Girl as fast as ever she could:
pit-pat, pit-pat, pit-pat. But
pit-pat, pit-pat,
the Gunniwolf woke up. Away he ran: hunker-cha, hunker-cha, hunker-cha - until he caught up with her.

Gunniwolf: Little Girl, why for you move?

Girl: I no move.

Gunniwolf: Then you sing that guten, sweeten song again.

Girl: Kum-kwa, khi-wa, kum-kwa, khi-wa. (Gunniwolf again falls asleep)

Narrator: Away ran Little Girl just as fast as ever she could:
pit-pat, pit-pat, pit-pat.
pit-pat pit-pat,
And again the Gunniwolf woke up. Away he ran: hunker-cha, hunker-cha, hunker-cha, hunker-cha - pit-pat, pit-pat, hunker-cha,
hunker-cha- pit-pat, pit-pat
until he caught up to her.

Gunniwolf: Little Girl, why for you move?

Girl: I no move.

Gunniwolf: Then you sing that guten, sweeten song again.

Girl: Kum-kwa, khi-wa, kum-kwa, khi-wa. (and Gunniwolf falls asleep again)

Narrator: Then AWAY ran Little Girl: pit-pat, pit-pat -
pit-pat,
until she came almost to the edge of the forest.
pit-pat, pit-pat, until she got away
pit-pat, pit-pat -
out of the jungle. Pit-pat, pit-pat
pitty-pat pit-ty-pat
until she reached her very own door.
From that day to this, Little Girl has never, NEVER gone into the forest.

NOTE: The storyteller can play the part of both the narrator and the Mother, so only a girl puppet and a wolf (or other fearsome creature) are necessary.

This story is particularly well-suited for use with a lap-stage, with flowers taped to the sides of the stage, and the Gunniwolf inside until his surprise entrance.

Adapted from THE GUNNIWOLF, retold by Wilhelmina Harper.
Text copyright 1918, 1946 by Wilhelmina Harper.
Used by permission of E.P. Dutton.

STORIES THAT MAKE GOOD PUPPET SHOWS

Compiled by Janine Wright
Westminster Branch Library

Aardema, Verna, ed. Why Mosquitoes Buzz in People's Ears; A West African Tale. Dial Press, 1975 (Stick puppets)

Aliki. The Story of Johnny Appleseed. Prentice-Hall, 1963 (Hand puppets)

Carle, Eric. The Very Hungry Caterpillar. World, 1969 (Hand puppets)

Daugherty, James. Andy and the Lion. Viking, 1958 (Hand puppets)

Davis, Alice Vaught. Timothy Turtle. Harcourt Brace, 1940 (Hand or stick puppets)

Emberley, Barbara. Drummer Hoff. Prentice-Hall, 1967 (Shadow or stick puppets)

Flack, Marjorie. Angus and the Ducks. Doubleday, 1939 (Shadow puppets)

Freeman, Don. Dandelion. Viking, 1964 (Hand puppets)

Gag, Wanda. Millions of Cats. McCann, 1928 (Hand or stick puppets)

Galdone, Paul, ed. The Frog Prince. McGraw-Hill Books, 1975 (Hand puppets)

Galdone, Paul. The Monkey and the Crocodile. Seabury 1969 (Hand puppets)

Ginsburg, Mirra. Mushroom in the Rain. Mac Millan, 1974 (Hand or finger puppets)

Grimm, Jakob. The Golden Goose. Houghton, 1947 (Shadow or hand puppets)

Harper, Wilhelmina. The Gunniwolf. E.P. Dutton, 1967 (Hand puppets)

Heide, Florence Parry. That's What Friends Are For. Four Winds Press, 1968 (Hand or stick puppets)

Hitopadesa. English. Selections. Once a Mouse. Scribner, 1961 (Shadow puppets)

Kellog, Steven. Can I Keep Him? Dial Press, 1971 (Hand puppets)

Kent, Jack. The Fat Cat. A Danish Folktale. Parents Magazine, 1971
(Stick puppets)

Leach, Maria. Noodles, Nitwits, and Numskulls. World Pub., 1969
(Adapts to almost any type of puppet)

Lionni, Leo. Alexander and the Wind-up Mouse. Pantheon Books, 1969
(Finger puppets)

Lionni, Leo. Inch by Inch. Astor Honor, 1960
(Finger puppets used with book)

Little Red Hen. The Little Red Hen. Follet Publishing, 1963
(Hand puppets)

Lobel, Arnold. Frog and Toad Are Friends. Harper, 1970
(Hand puppets)

Mc Dermott, Gerald. The Stonecutter. Viking, 1975
(Hand puppets)

Maestro, Betsey. A Wise Monkey Tale. Crown, 1975
(Stick puppets)

Mahy, Margaret. A Lion in the Meadow. Watts, 1969
(Hand puppets)

Massie, Diane Redfield. The Baby Beebee Bird. Harper, 1963
(Hand or rod puppets)

Morgan, Violet. Sebastian and the Dragon. Scroll Press, 1970
(Hand puppets)

Nodset, Joan L. Who Took the Farmer's Hat? Harper, 1963
(Hand puppets)

Payne, Emmy. Katy-No Pocket. Houghton Mifflin, 1944
(Hand puppets)

Prokofieff, Serge. Peter and the Wolf. Watts, 1968
(Hand puppets)

Quakenbush, Robert. ed. Old MacDonald Had A Farm. J.B. Lippincott
1972 (Hand puppets)

Sawyer, Ruth. Journey Cake, Ho! Viking 1953
(Stick puppets)

Sendak, Maurice. Pierre. A Cautionary in Five Chapters and A Prologue.
Harper, 1962 (Hand puppets)

Seuling, Barbara. The Teeny Tiny Woman. Viking, 1976
(Hand puppets)

Sharmat, Marjorie. Gladys Told Me to Meet Her Here. Harper, 1970
(Hand puppets)

Slobodkina, Esphyr. Caps For Sale. Scott Foresman, 1947
(Hand and finger puppets)

Three Wishes. The Three Wishes. McGraw-Hill Books, 1961
(Shadow and stick puppets)

Tolstoi, Alexsei. The Great Big Enormous Turnip. Watts, 1968
(Hand puppets)

Waber, Bernard. An Anteater named Arthur. Houghton Mifflin, 1967
(Hand puppets)

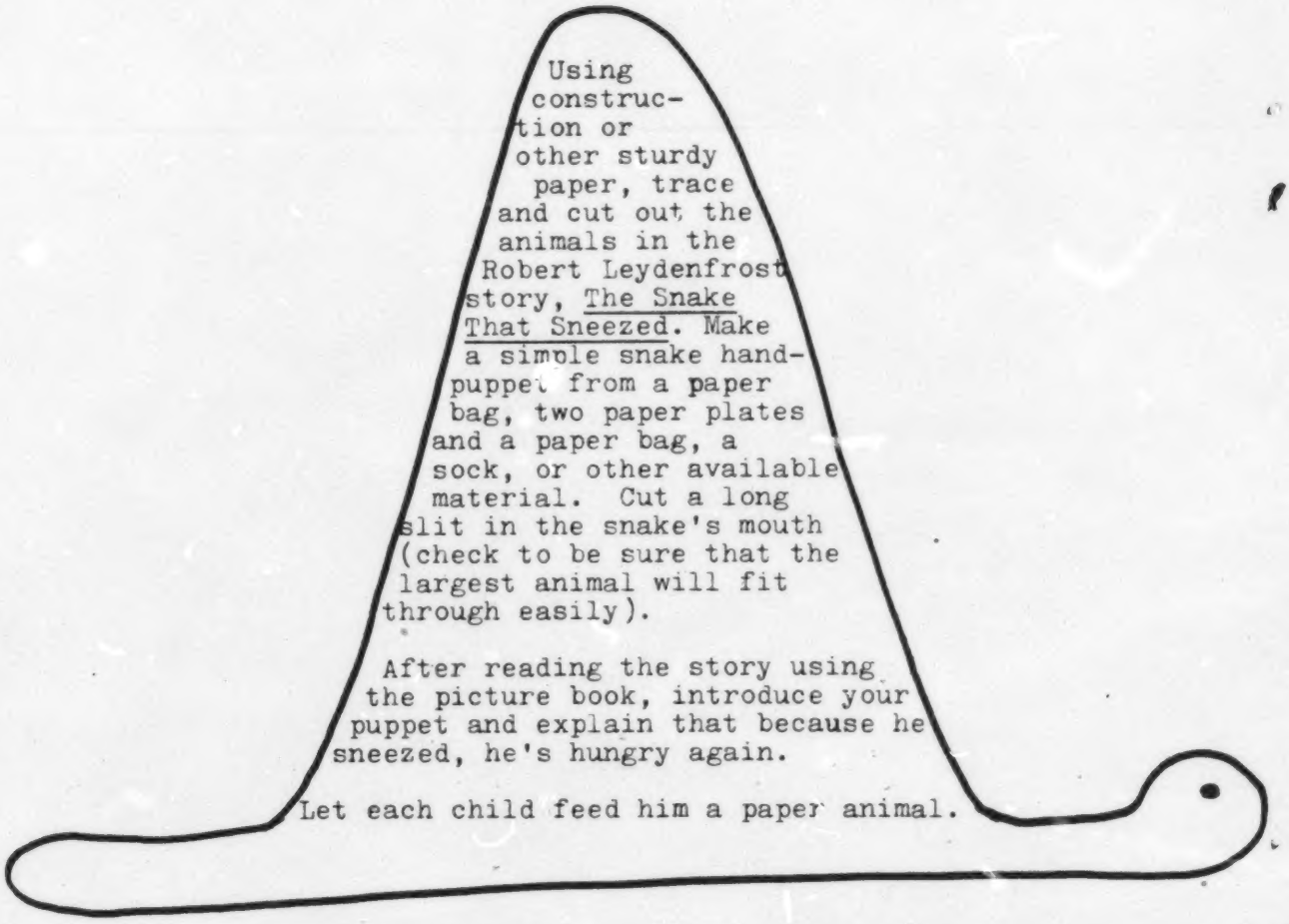
Wildsmith, Brian. ed. The Hare and the Tortoise. Watts, 1966
(Hand puppets)

Wildsmith, Brian. ed. The Lion and the Rat. Watts, 1963

Yoshiko, Samuel. Twelve Years, Twelve Animals. Abingdon Press, 1972

Other Suggestions

FOR STORYTIME:



Using construction or other sturdy paper, trace and cut out the animals in the Robert Leydenfrost story, The Snake That Sneezed. Make a simple snake hand-puppet from a paper bag, two paper plates and a paper bag, a sock, or other available material. Cut a long slit in the snake's mouth (check to be sure that the largest animal will fit through easily).

After reading the story using the picture book, introduce your puppet and explain that because he sneezed, he's hungry again.

Let each child feed him a paper animal.

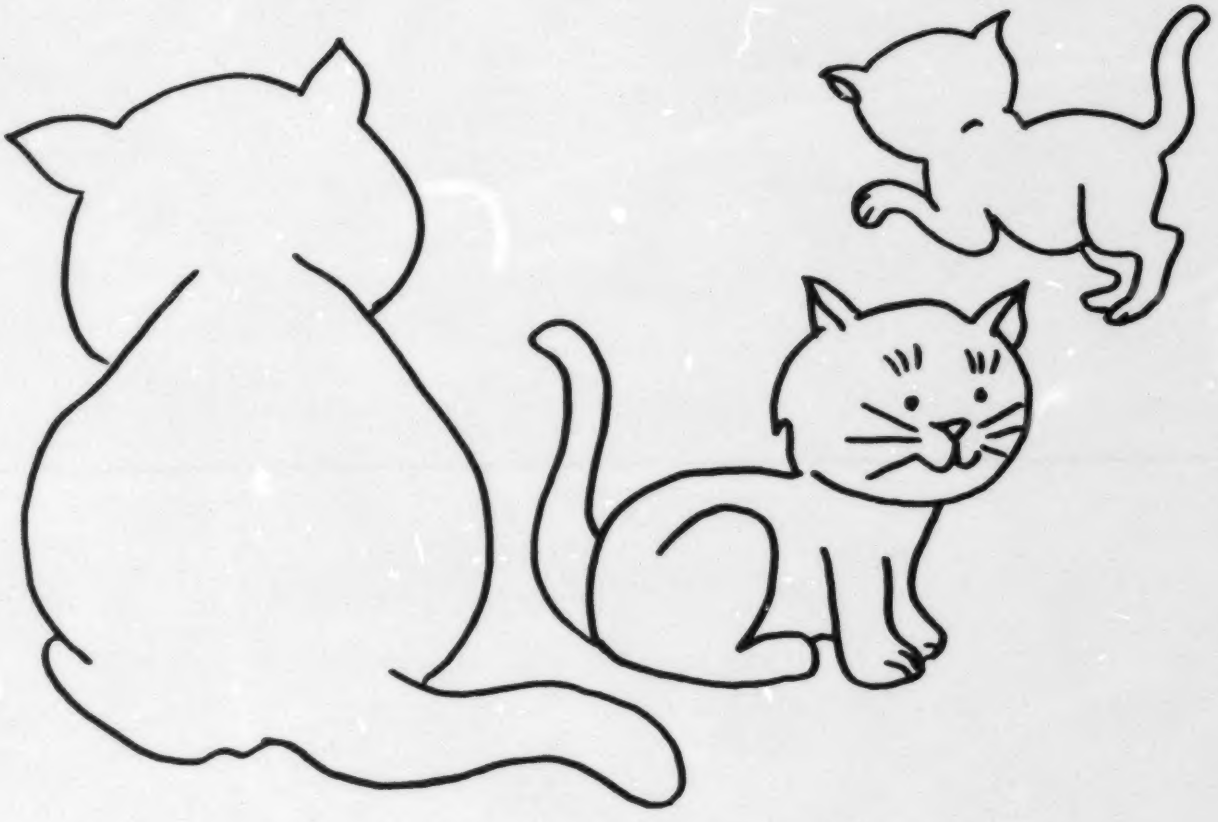
Have your puppet visit another time, when you tell The Snake That Couldn't Slither by Peggy Bradbury.

PUPPET MASCOTS

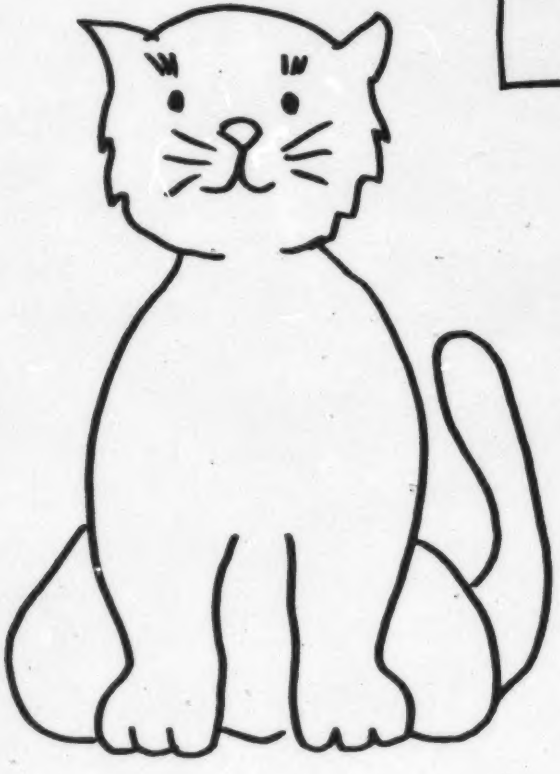
Puppets can often quiet unruly children, or explain proper library behavior while encountering less resentment than the librarian would herself. They make excellent library mascots. The puppet's cries that the children are so noisy that he can't hear the story will probably settle the children more effectively than if the librarian simply asks them to be quiet. Also, a shy child, registering for his first storytime, may react well to a welcome and guided tour of the children's area by the puppet whom he will meet again at storytime.

It helps if the puppet is something of a rascal. After storytime rules have been discussed, the puppet may be discovered chewing on his name tag or crowding a neighbor; his misdeed will be brought to light by indignant children who would "never" think of doing such a thing themselves. Then, the reasons for the rules can be explained to the puppet by both the librarian and the children.

The puppet should have a permanent "home" where he lives when not actually on. This will allow the librarian to set him aside while telling a story with which he cannot help, without dropping him in an unceremonious heap on the floor or table. It is not necessary to have your puppet at each story session. However, if he is an important part of your activities, it is a good idea to have him leave a note telling the children that he is gone this week to visit friends but will be back soon.



FINGER BAND



FINGER PUPPETS:

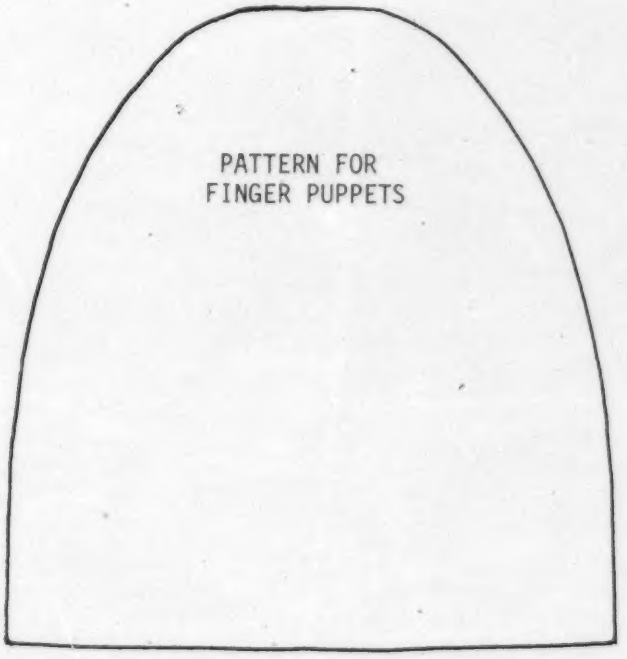
Trace and cut cats from various colors of construction paper. Make one for each child in your story group, if you wish. Glue or tape finger band to back of cats.
Use to tell Millions of Cats by Wanda Gag, or any counting rhyme requiring cats.

(Idea from Judy Cohn, L.A. City Schools)

If you have a large supply of finger puppets, try singing "Old MacDonald Had a Farm" with a school-age story group. Hold up a puppet corresponding to the animal being named in the song (these will vary according to the puppets you own). Then, toss the puppet to a child in the audience. He will be responsible for holding up the puppet and making the appropriate animal sound whenever the chorus repeats itself. This can become quite creative as children try to think of noises that a rabbit or anteater might make.

EASY FINGER PUPPETS:

1. Cut out fake fur or other material, using pattern as a guide.
2. Fold material in half, right sides together.
3. Sew up side seam, leaving the bottom open.
4. Turn right-side out.
5. Trim with fabric ears, felt eyes, thread whiskers, yarn tails, etc., to create a variety of different animals.



HORSE-REIN LOOM

LARGE LOOM:

Cut a piece of 3/4" thick wood into a 3½" square. Drill a 1" hole through center of square. With pencil, mark a 2" concentric circle around hole. Hammer 12 1" finishing nails around the 2" circle, spacing evenly about ½" apart. Leave ½" of nail extending above wood.

SMALL LOOM:

Use a regular-size thread spool as loom base. Hammer four small finishing nails around spool hole as for large loom.

DIRECTIONS FOR HORSE-REIN PUPPETS (finger-puppets)

To make a "knitted" tube, drop the free end of a ball of yearn down through loom hole. Hold yarn end under loom. Wrap yarn from ball around nail counter-clockwise, while moving from nail to nail in a clockwise direction (Fig. 1). Do not pull yearn tightly, or it will be difficult to lift loops over nails later.

When all nails have been encircled, wrap yarn clockwise once around outside of nails, above loops. Using a small knitting needle, crocket hook or needlepoint needle, lift loop from first nail over the wrapped yarn and over nail head; drop loop down loom hole. Continue around loom in this manner. When finished with first row, wrap yarn once again around outside of nails above loops, lift loop on each nail up and over nail as for first round. Continue working in this manner, pulling yarn end under loom occasionally. Knitted tube will emerge from bottom of loom.

To finish: Make tube desired length. Cut yarn off ball, leaving an 8" end. Draw this end through each loop as you lift the last 12 loops off the nails and drop them into the center hole. Pull yarn end tightly, closing the top of the tube. Thread yarn end through a large-eyed needle and take a few stitches through end of tube to secure. Cut off extra yarn. Decorate as desired.

To make a two-or-more-colored puppet: When ready to change colors, tie yarn of the second color to yarn of the first color, close to nail. Cut off the first color. Keep knot and yarn ends to the inside of tube as you work.

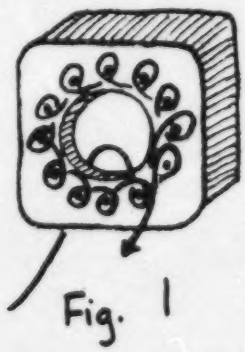


Fig. 1